

(TEXAS HOLD-EM)

HI-LO

"8 or better"

In high-low games there is an "8 or better" qualifier. If no player can make a low hand of 8 or better, the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly 2 hole cards.

In Texas Hold-Em Hi-Lo, each player receives 2 down cards as their initial hand. There is a round of betting after these cards have been delivered. 3 board-cards are turned simultaneously (which is called "the flop") and another round of betting occurs. The next 2 board-cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of 5 cards (1 card in their hand, 4 cards from the board, etc.) to determine their best hand. A player may use all of the board cards which is termed playing the board.

Hold-Em Hi-Lo uses a flat disc called a dealer button to indicate the player who in theory dealt the cards for that pot. The button (player with the dealer-button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. 1 or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards. Blinds count as part of that player's bet, unless the structure for a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet and are taken into the center of the pot.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent betting rounds the action is begun by the first active player clockwise from the button.

1. CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealer's will assist in reading hands to the best of their ability.

NOTE: The actual person dealing the cards is only a licensed or club employee. No other persons are permitted or authorized to deal the cards.

1. CARDS SPEAK-continued

although it is the players responsibility to protect his or her hand at all times. The player instituting the action, (either by betting or checking) must turn their hand over first upon completion of all action and best hands wins.

2. Buy-in for Texas Hold-Em Hi-Lo games is \$20.00.
Limit \$2.00 to \$4.00; last card \$4.00 to \$8.00.
3. Check and raise is permitted.
4. A bet and 2 raises are allowed.
5. Time charge- \$ 2.00 per hand.
6. String bets are not allowed. A player must put in the full amount of monies at one time or announce his action.
7. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless announces "raise".
8. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
9. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal the dealer will exchange the exposed card with the top card on the deck and place the exposed card (face up) on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed. If 2 or more cards are exposed on the deal, it is a misdeal.
10. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before 2 players act on their hands, it is a misdeal. If it is discovered after 2 players have acted, all monies, and antes and blinds are forfeited by that player.
11. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. No new burn card will be used.
12. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled.
13. If the dealer turns up the 4th card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the 5th card is put up in the 4th card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the 5th

13. continued

card.

14. If the 5th card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

15. PLAYING THE BOARD: A player may play the board by throwing his hand away only if:

(1) The hand has been checked around, or

(2) If there was a bet and a call and the called bettor has clearly announced that he is playing the board before throwing his hand away.

16. The winning hand must show both cards face up on the table; 1 card up and the other card face down is not a valid hand.

17. A new player may not sit down in the middle of the blinds, he must wait until the button passes.

18. Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only.

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Pdco (Mexican Panguingue)

Number of players: 2,3, maximum of four.

The Deck: 240 Cards, 8,9,10 s and Jokers are omitted.

Rank of Cards: Cards in each suit rank K (high) ,Q,J 7,6,
5,4,3,2,A. The jack and seven are in sequence

The Draw: A portion of the deck is shuffled and spread face down. Each player draws a card. High card deals the first hand. *If two or more players tie for hi they draw again.

Each player put one chip in the pot.** Each player receives ten cards. They can choose to play their cards or fold their hand.

The remaining players put 2 chips in the pot. After each player melds eleven cards on the board, the next action begins. Put 3 chips in the pot or fold.***

The Play: Starting with the player to the right of the dealer, each in turn draws one card. The next player after the first draw can either use the first discard or allow other players to do so. If no one uses the first discard, that card is placed in the discards. Each discard can be used in turn by any player.

* The actual person handling the cards and dealing is only a licensed or club employee. No other persons are permitted or authorized to deal the cards.

** Chips used are \$ 1 denomination

*** Betting sequences may be \$1-\$2-\$3, \$2-\$3-\$5, or \$3-\$5-\$10.

Sets: Three cards of the same rank and of different suits, as Hearts 4, spade 4, club 4; or of the same suit, as Club Q, Q, Q. In addition, any three aces of any three Kings from a set regardless of suit, as Diamond A Diamond A, Club A. (Aces and Kings are non-combokers.) When sets are made you can collect any card the same rank.

Any player that draws or discards a card that can be played on any pair or either end of a rope, can be forced to take that card.

Melds/Ropes: Any combination of 3 or more cards in sequence is called a rope. Ropes are used to collect cards, such as; A, 2, 3, through King.

Increasing: A player may add 1 or more cards to any of his melds or ropes, provided that the character of the meld is preserved.

To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the of the same rank and suit. One meld may be split into two by the addition of cards, provided that 2 valid melds result.

Borrowing: A player may take a card from 1 of his increased melds to make a new meld, provided he leaves a valid meld. For example: from Club 7, 6, 5, 4, he may borrow either the 7 or the 4, but not the 6 or the 5.

Forcing Cards: If the card on top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw

Forcing Cards: continued

on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination.

Irregularities: If a player's hand is found to be incorrect after he has made his first draw, he must discard his hand.

Incorrect Meld: If a player lays down any spread not conforming to the rules, he must make it valid upon demand. If he cannot do so, he must discard his hand and retire from the play until the next deal.

Winning Hand: The remaining players draw cards and meld cards until the last card in the deck is drawn. The player with the most cards wins the pot.

Time Charge:

\$1 - \$2 - \$3 — 50¢ every 30 minutes

\$2 - \$3 - \$5 — 75¢ every 30 minutes

\$3 - \$5 - \$10 — \$1.00 every 30 minutes